

SLIVER.tv Launches VR Live Cast and Live Replay Platform to Stream Top eSports Tournaments in 360 Virtual Reality

Turnkey solution enables tournament and league operators to run 360 live stream CS:GO, LoL and Dota2 across all desktop, mobile and VR platforms

Cupertino, CA – December 7, 2016 -- SLIVER.tv, a next-generation eSports 360° virtual reality entertainment platform, is officially launching its VR Live Cast and Live Replay platform for tournament and league operators to live stream top eSports titles, including *Counter-Strike: Global Offensive*, *League of Legends* and *Dota2* in full 360 Virtual Reality.

VR Live Cast utilizes patented "Virtual Camera Array" technology that transports the viewer into top eSports games, real-time rendering the 3D game world in a fully immersive 360 VR video experience. SLIVER.tv's turnkey VR Live Cast solution includes:

1. On-site production services, including secure integration with tournament game servers
2. Real-time 360 capture and Live Replay rendering GPU technology
3. VR streaming and content delivery platform
4. End user eSports viewer apps available across all desktop, mobile and VR platforms
5. Post-event tournament highlights and videos on-demand (VODs)

Successful Beta at ESL ONE NY and Intel Extreme Masters in Oakland

The company has been Beta testing its turnkey solution for the past two months, working closely with ESL ONE NY in October and IEM Oakland in November. The most recent event drew over 130,000 unique viewers across SLIVER.tv's platform and drove 40% greater engagement and 13x more video content consumed over the first event.

Stuart Ewen, Product Manager ESL, said: "SLIVER.tv's VR Live Cast technology helped us introduce live VR spectator experiences in eSports at ESL One New York and Intel Extreme Masters Oakland in impressive fashion. Broadcasting Counter-Strike:Global Offensive and League of Legends in-game footage in a VR environment is something that would not have been possible without SLIVER.tv's expertise. We're looking forward to watching this technology grow and evolve as we broadcast more and more events in VR."

New VR Live Replay Patent Pending Technology

SLIVER.tv's unique VR Live Replay patent pending technology utilizes machine vision and algorithms to identify exciting moments, such as multi-kills in *League of Legends*, and automatically generates slow-motion or bullet-time special effects with close-up and fly-by camera angles. This instant replay is spliced back into the SLIVER.tv live 360 VR stream, and optionally made available to tournament and league operators to incorporate into existing broadcasts to other platforms including Twitch.

Mitch Liu, Co-founder and CEO of SLIVER.tv, said: “We’re truly excited about our VR Live Replay platform as it delivers a new and dynamic perspective on eSports spectating beyond today’s current static streaming experience. By leveraging our virtual camera array technology, we’re able to generate both immersive 360 and regular video highlights, replays and special effects from angles that’s never been seen before. We hope to deliver an out of this world experience to eSports fans worldwide.”

To watch re-streams of the live IEM Oakland event, visit the SLIVER.tv website or download the SLIVER.tv Android and iOS apps to view Panorama-360 video or using Google Cardboard. For a premium experience, users can download the SLIVER.tv Samsung GearVR, Oculus Rift and HTC Vive apps to watch in full VR.

- Website - <http://www.sliver.tv>
- Google Play Store- <https://play.google.com/store/apps/details?id=tv.sliver.android>
- Apple App Store - <https://itunes.apple.com/app/sliver.tv/id1122750888?mt=8>
- Oculus GearVR - <https://www.oculus.com/experiences/gear-vr/1170793196320382/>
- HTC Vive - <http://store.steampowered.com/app/525100/>
- Oculus Rift - <https://www.oculus.com/experiences/rift/1212860585450625/>

About SLIVER VR Technologies, Inc.

Based in Cupertino, California, SLIVER.tv is a next-generation eSports entertainment platform, founded by successful entrepreneurs led by CEO Mitch Liu. The company launched its industry-defining platform in Fall 2016 with cutting-edge, patented technology designed to provide eSports spectators with a uniquely immersive and cinematic experience in 360° and VR. Backed by top-tier Silicon Valley venture capital firms, including DCM Ventures, Sierra Ventures, The VR Fund, Colopl, and more, SLIVER.tv is on a mission to transform the interactive eSports entertainment industry. For more information, please visit www.sliver.tv.